· Wayfarer ·

The Wayfarer can be added to the base game, to any Golden Age and Ghost Stories scenario.

Character Skill: Once per turn, the player may go back a level of an element in their personal board to advance one level on another of their elements.
The wayfarer can't go back a level on one element if it is on a bonus space (coins or character).
Sight Preference: Gain one coin for each decoration in the Wayfarer's line of sight, his line of sight is considered to be in all four directions.

· Apricot ·

The Apricot can be added to the base game, to any Golden Age and Ghost Stories scenario.

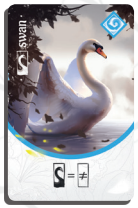
Trees

At the end of the game the Apricot can be considered as an additional tree for a set-collection, which can be composed by a maximum of 5 trees. If you have six different trees, the sixth will be considered as the first tree of a new set-collection.

· Swan ·

The Swan can be added to the base game, to any Golden Age and Ghost Stories scenario.

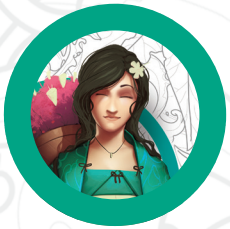
Swan



At the end of the game the Swan can be considered as any Decoration card of your choice.
If there happen to be more than one Swan at the end of the game, this effect will be activated following the order of the turns.

· Herbalist ·

The Herbalist can be added to the base game and to any Golden Age scenario, making sure to have all three Temple tiles among the Tao tiles that will be used.



Character Skill: Once per turn, the player may place one of his three herbs tokens on the card of another character in play or any character available in the reserve, to use his ability until the end of the turn. The player can skip a turn to recover the used tokens, however, if a herb token is not recovered with this action it will remain on the card until the end of the game.
Sight Preference: Gain five coins for each garden tile with a temple in the Herbalist's line of sight.

· Herbalist Scenario ·

TILES	Use only fifteen tiles of each type, but make sure you have all three Temple tiles among the Tao tiles that will be used.
SPECIAL RULES	If a player chose to place a decoration in the previous turn, before revealing new tiles place one coin next to each stack, keeping the tile face-up. During the game there could be more than one coin next to each stack. If a player chooses a tile, they also take the coins next to that tile, while the rest of the coins remain in place. When you draw decorations, always draw an additional card (three cards plus one card for each hidden tile).
DECORATION	Use all the decorations from the base game and the Golden Age expansion.
CHARACTERS	Place the Merchant back in the box, then add Herbalist, Gardener, Princess, Musician, Tao Priest and Emissary to the base game.
LANTERNS	Add the following lanterns:
SPECIAL SCORING RULE	All characters in the garden will gain 2 additional coins, if there are at least four decorations in their line of sight. At the end of the game, all characters gain one coin for each herb token on their card.